

BEST AVAILABLE COPY



Ref 11B04/01655



## PRIORITY DOCUMENT

SUBMITTED OR TRANSMITTED IN  
COMPLIANCE WITH RULE 17.1(a) OR (b)

The Patent Office  
Concept House  
Cardiff Road  
Newport  
South Wales  
NP10 8QQ

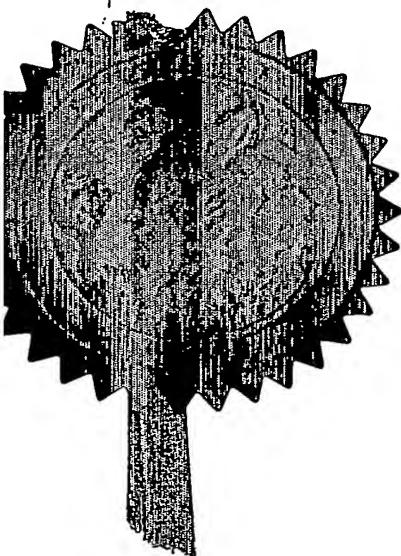
REC'D	21 JUN 2004
WIPO	PCT

I, the undersigned, being an officer duly authorised in accordance with Section 74(1) and (4) of the Deregulation & Contracting Out Act 1994, to sign and issue certificates on behalf of the Comptroller-General, hereby certify that annexed hereto is a true copy of the documents as originally filed in connection with the patent application identified therein.

In accordance with the Patents (Companies Re-registration) Rules 1982, if a company named in this certificate and any accompanying documents has re-registered under the Companies Act 1980 with the same name as that with which it was registered immediately before re-registration save for the substitution as, or inclusion as, the last part of the name of the words "public limited company" or their equivalents in Welsh, references to the name of the company in this certificate and any accompanying documents shall be treated as references to the name with which it is so re-registered.

In accordance with the rules, the words "public limited company" may be replaced by p.l.c., plc, P.L.C. or PLC.

Re-registration under the Companies Act does not constitute a new legal entity but merely subjects the company to certain additional company law rules.



Signed

Dated 25 May 2004

**THE PATENT OFFICE**  
SW  
21 MAY 2003  
**RECEIVED BY FAX**

**The  
Patent  
Office**

21MAY03 E809144-1 D02824  
P01/7700 0.00-0311669.6

## Request for grant of a patent

(See the notes on the back of this form. You can also get an explanatory leaflet from the Patent Office to help you fill in this form).

### 1. Your Reference

P.7160 GBA

### 2. Patent application number (The Patent Office will fill in this part)

**0311669.6**

**21 MAY 2003**

### 3. Full name, address and postcode of the or of each applicant (underline all surnames)

WATERLEAF LIMITED

1<sup>st</sup> Floor  
28 Victoria Street  
Douglas  
ISLE OF MAN  
IM1 2LE, G.B.

82308 31002

ISLE OF MAN

Patents ADP number (if you know it)

If the applicant is a corporate body, give the country/state of its incorporation

### 4. Title of the invention

PLAYER IDENTIFICATION

### 5. Name of your agent (if you have one)

"Address for service" in the United Kingdom to which all correspondence should be sent (including the postcode)

MAGUIRE BOSS  
5 Crown Street  
St. Ives  
Cambridgeshire  
PE27 5EB, G.B.

Patents ADP number (if you know it)

07188725001

### 6. If you are declaring priority from one or more earlier patent applications, give the country and the date of filing of the or of each of these earlier applications and (if you know it) the or each application number

Country

Priority application number  
(if you know it)

Date of filing  
(day/month/year)

### 7. If this application is divided or otherwise derived from an earlier UK application, give the number and the filing date of the earlier application

Number of earlier application

Date of filing  
(day/month/year)

### 8. Is a statement of inventorship and of right to grant of a patent required in support of this request? (Answer 'Yes' if: a) any applicant named in part 3 is not an inventor, or b) there is an inventor who is not named as an applicant, or c) any named applicant is a corporate body.) See note (d)

Yes

## Patents Form 1/77

9. Enter the number of sheets for any of the following items you are filing with this form.  
Do not count copies of the same document

Continuation sheets of this form

Description

8

Claims(s)

Abstract

Drawing(s)

1

82  
+8

10. If you are also filing any of the following,  
state how many against each item.

Priority documents

Translations of priority documents

Statement of inventorship and right  
to grant of a patent (Patents Form 7/77)Request for preliminary examination  
and search (Patents Form 9/77)Request for substantive examination  
(Patents Form 10/77)Any other documents  
(please specify)

11.

I/We request the grant of a patent on the basis of this application.

Signature

Date: 21.05.03

MAGUIRE BOSS

12. Name and daytime telephone number of  
person to contact in the United Kingdom

P.J. EVENS

Tel: 01480 301588

## Warning

After an application for a patent has been filed, the Comptroller of the Patent Office will consider whether publication or communication of the invention should be prohibited or restricted under Section 22 of the Patents Act 1977. You will be informed if it is necessary to prohibit or restrict your invention in this way. Furthermore, if you live in the United Kingdom, Section 23 of the Patents Act 1977 stops you from applying for a patent abroad without first getting written permission from the Patent Office unless an application has been filed at least 6 weeks beforehand in the United Kingdom for a patent for the same invention and either no direction prohibiting publication or communication has been given, or any such direction has been revoked.

## Notes

- If you need help to fill in this form or you have any questions, please contact the Patent Office on 0645 500505.
- Write your answers in capital letters using black ink or you may type them.
- If there is not enough space for all the relevant details on any part of this form, please continue on a separate sheet of paper and write "see continuation sheet" in the relevant part(s). Any continuation sheet should be attached to this form.
- If you have answered 'Yes' Patents Form 7/77 will need to be filed.
- Once you have filled in the form you must remember to sign and date it.
- For details of the fee and ways to pay please contact the Patent Office.

5

10

15

## PLAYER IDENTIFICATION

### 20 FIELD OF THE INVENTION

This invention relates to a player identification system and, more particularly, to a player identification system that can be employed in conjunction with betting terminals. The invention extends to a method of identifying players at betting terminals.

### BACKGROUND TO THE INVENTION

30 Betting terminals have become increasingly common in a number of different jurisdictions that have a regulated gambling industry.

Such a betting terminal has a player console that offers a player a menu of one or more games of chance that the player can select to play. Each game of chance has outcomes that are determined by random events, usually generated by means of a random number generator implemented in software. The software random number generator may be executed locally within the player console itself, or may be implemented externally in a gaming server, which is linked to the betting terminal by means of a communication network. In the latter topology, one

5 or more separate player consoles may be connected to a single external gaming server by means of the communication network.

It is usual for the player to play any of the games of chance by means of purchased credit. For reasons of simplicity and convenience it is customary for  
10 the player console to be equipped with a coin-receiving mechanism and a banknote reader that will allow the player to acquire credit in a simple manner without the necessity of using payment tokens such as credit cards, debit cards and the like. The player console may also be equipped with a printer that prints out an encoded voucher on demand when the player desires to terminate his  
15 playing session and to cash out any credit that he may have accumulated. The voucher may be redeemed for value from an operator of the betting terminal.

The games of chance offered by the player console may offer jackpot prizes that can be won from time to time.

20 Such a player console operates in an "always on" mode, in the sense that no player login or authentication is required in order to play any of the games of chance. The player console may be located at a convenient location, such as a betting shop, an entertainment venue, or the like. The gaming server to which the  
25 player console is linked may also be located with the player console, or may be located remotely therefrom.

It is possible that disputes may arise from time to time between different players over the right to cash out from any particular betting terminal, particularly when a  
30 jackpot prize has been won.

5 OBJECT OF THE INVENTION

It is an object of this invention to provide a player identification system, and a method of identifying players at betting terminals that will, at least partially, alleviate the abovementioned difficulties and disadvantages.

10

SUMMARY OF THE INVENTION

In accordance with this invention there is provided a player identification system, 15 comprising:

a betting terminal operable by a player to play at least one game thereon; and a camera associated with the betting terminal, the camera being arranged to capture an image of the player operating the betting terminal at least once during each turn of the at least one game.

20

Further features of the invention provide for the betting terminal to enable the player to place a wager on an outcome of any turn of the at least one game; and for the player identification system to include a logging facility capable of logging, for each turn of the at least one game, logging data representative of a size and type of the wager placed by the player on the turn of the game, the corresponding outcome of that turn of the game, and the image of the player captured by the camera during the turn of the game.

30

Still further features of the invention provide for the betting terminal to be operable by the player to play any one of a number of different selectable games, for the camera to be arranged to capture the image of the player operating the betting terminal at least once during each turn of any game being played by the player, for the logging data to be representative, also, of the particular game being played by the player, for the logging facility to include a non-volatile storage memory for storing the logging data thereon, and for the storage memory to be

35

5 configured as a rolling buffer capable of storing logging data relating to a number, preferably at least 20, of the most recent turns of any games played by the player.

10 Yet further features of the invention provide for the player identification system to include an enquiry facility operable to display any logging data contained in the storage memory, for the enquiry facility to include a display monitor capable of displaying all images of the player contained in the storage memory.

15 The Invention extends to a method for identifying players at a betting terminal, comprising the steps of:  
operating a betting terminal to play at least one game thereon; and  
capturing, at least once during each turn of the at least one game, a camera image of a player operating the betting terminal.

20 There is further provided for enabling the player to place a wager on an outcome of any turn of the at least one game, for logging, for each turn of the at least one game, logging data representative of a size and type of the wager placed by the player on the turn of the game, the corresponding outcome of that turn of the game, and the image of the player captured by the camera during the turn of the game.

25 There is still further provided for operating the betting terminal to play any one of a number of different selectable games, for capturing the image of the player operating the betting terminal at least once during each turn of any game being played by the player, for logging additional data representative of the particular game being played by the player, for storing the logging data on a non-volatile storage memory, and for configuring the storage memory as a rolling buffer capable of storing logging data relating to a number, preferably at least 20, of the most recent turns of any games played by the player.

5 There is yet further provided for displaying any logging data contained in the storage memory on an enquiry facility, and for displaying all images of the player, contained in the storage memory, on a display monitor included in the enquiry facility.

10

#### BRIEF DESCRIPTION OF THE DRAWING

One embodiment of the invention is described below, by way of example only, and with reference to the abovementioned drawings, in which:

15

Figure 1 is a functional representation of a player identification system according to the invention, shown in conjunction with a betting terminal.

#### DETAILED DESCRIPTION OF THE INVENTION

20

Referring to Figure 1, a player identification system is indicated generally by reference numeral (100).

25

The player identification system (100) is associated with a betting terminal indicated generally by reference numeral (1) that includes a gaming server (2) and a user access facility (3) in the form of a player console having a touch screen (4), a banknote reader (5), a coin receiving mechanism (6) such as a coin slot, and a thermal printer (7). The player console also includes an Internet-enabled processor (8) which is in communication with the gaming server (2) by means of a communication network (9) that is, in this embodiment, the Internet.

30

The player console (3) is located remotely from the gaming server (2) and is usable by a player to play any one of a number of different video games that are available for play. A menu of available games is presented to the player on the touch screen (4) and the player is able to select any one of the games in the

35

5 menu for play by touching a corresponding icon (not shown) displayed on the screen in a manner that is well known in the art.

The Internet-enabled processor (8) is a conventional personal computer operating under a Windows 2000 operating system, which is well known and 10 commercially available from the Microsoft Corporation of Seattle, Washington, USA. The Internet-enabled processor (8) and the gaming server (2) execute different components of any available game that is selected for play by the player. Each game consists of a client process that is executed in the processor (8) and a server process that is executed in the gaming server (2). The client 15 process of a selected game simulates the progress of the game on the touch screen (4), while the server process generates, upon request of the client process, one or more random events that determine an outcome or outcomes of a turn of the game. The client process obtains the result of the random event and utilises the result to display a corresponding outcome of the game to the player in 20 an intelligible manner by means of the simulation on the touch screen (4).

Each one of the available games is playable by the player against the consumption of credit. The player may insert one or more banknotes into the banknote reader (5) and coins into the coin slot (6) in order to procure credit to 25 play any of the games, without the need to use payment tokens such as debit cards, credit cards or the like. The player's credit balance is displayed on the touch screen (4) at all times. The player utilises his credit to place a wager on every turn of the games that he selects for play. The outcome of any wager is either an unsuccessful outcome in which the player's wager is forfeited to an 30 operator of the betting terminal (1), or a successful outcome in which the player's wager is paid out at predetermined odds.

The player identification system (100) includes a logging database (10) remote 35 from the player console (3), which is accessible by means of the communication network (9). The operation of the logging database will be described in more

5 detail in the description that follows. The player identification system (100) includes, further, a logging facility in the form of a non-volatile storage memory (11) and a logging application software program (12) that is executable in the processor (8) of the player console (3). The non-volatile storage memory (11) is a local Random Access Memory circular buffer and is sized to store transaction  
10 data corresponding to a predetermined number, say 20, of consecutive wagers made by the player. The transaction data is buffered in the circular buffer (11) by the logging application software program by the logging application software program (12) that executes in the processor (8) of the player console (3).

15 The player identification system (100) also includes a camera (13) arranged to capture an image of a player using the player console (3) to play any available game. The client process that executes in the processor (8) activates the camera (13) to capture the image of the player operating the player console at least once during each turn of any game played by the player.

20 The transaction data corresponding to any particular wager includes data relating to the size and type of the wager, the outcome of the wager, the size of a prize won by the player for a successful wager, an identification code corresponding to the selected game on which the wager was placed, a further identification code  
25 corresponding to a player console from which the wager was made by the player, and the image taken by the camera (13) of the player who made the wager. The logging application software program (12) downloads the buffered transaction data to the logging database (10) when the local buffer (11) is full and, once the download is complete, flushes the local buffer.

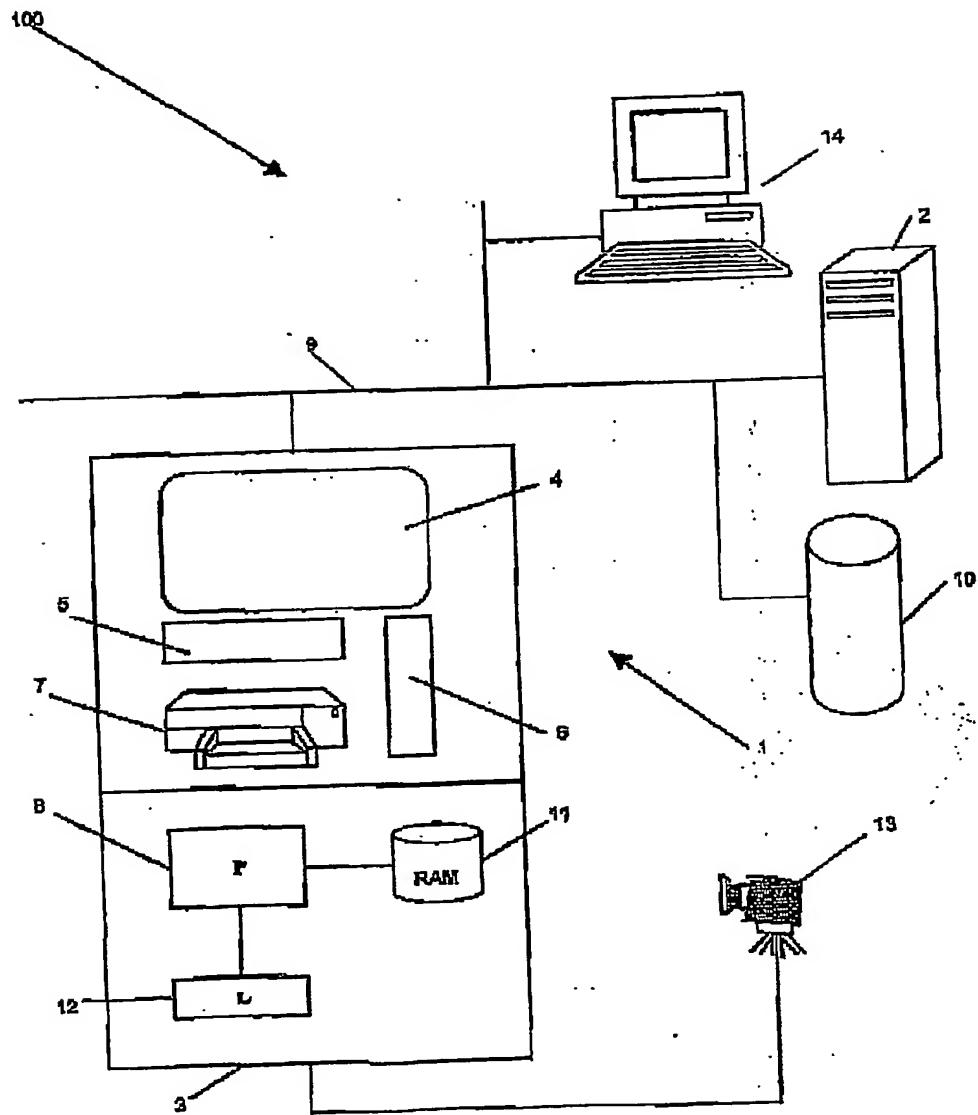
30 The player identification system (100) includes an enquiry facility (14) connected to the communication network (9). The enquiry facility (14) is a conventional computer workstation capable of accessing the transaction data contained in the logging database (10). In particular, the enquiry facility (14) enables the stored

5 image of the player corresponding to any particular wager to be displayed for viewing by interested parties.

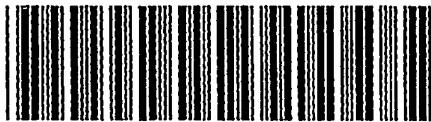
Numerous modifications are possible to this embodiment without departing from the scope of the invention. In particular, the betting terminal (1) may include more than one player console (3) communicable with the gaming server (2). Each player console (3) has a corresponding camera (13), local buffer (11) and logging application software program (12). In this instance, the downloaded contents from the different local buffers (11) of the display consoles (3) are consolidated and merged into the remote logging database (10). The merged transaction data in the remote logging database (10) is available for the performance of offline queries.

Further, the gaming server (2) and the camera (13) may be integrated within the display console (3) to provide, effectively, a standalone betting terminal. In this instance, the functionality of the gaming server (2) and the processor (8) in the display console (3) may be consolidated, necessitating only a single processor for the betting terminal (1). Further, the remote logging database (10) may also be integrated within the display console (3), making it possible to dispense with the use of an open communication network (9) such as the Internet and rely, instead, on a closed communication network or a local communication bus.

The invention therefore provides a player identification system that enables the identification of users of a betting terminal to be checked and verified.



PCT/IB2004/001633



**This Page is Inserted by IFW Indexing and Scanning  
Operations and is not part of the Official Record**

## **BEST AVAILABLE IMAGES**

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images include but are not limited to the items checked:

- BLACK BORDERS
- IMAGE CUT OFF AT TOP, BOTTOM OR SIDES
- FADED TEXT OR DRAWING
- BLURRED OR ILLEGIBLE TEXT OR DRAWING
- SKEWED/SLANTED IMAGES
- COLOR OR BLACK AND WHITE PHOTOGRAPHS
- GRAY SCALE DOCUMENTS
- LINES OR MARKS ON ORIGINAL DOCUMENT
- REFERENCE(S) OR EXHIBIT(S) SUBMITTED ARE POOR QUALITY
- OTHER: \_\_\_\_\_

**IMAGES ARE BEST AVAILABLE COPY.**

As rescanning these documents will not correct the image problems checked, please do not report these problems to the IFW Image Problem Mailbox.